



Complete Arcade Combo Guide
Revision 3.0
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Best viewed at 1280x1024

Introduction

The combo system has been totally renovated for Mortal Kombat 4. Unlike MK3 and UMK3, MK4 no longer has the 'dial combos', in which you would press a series of buttons resulting in a series of hits. Many people were glad these were removed, and others weren't. Nevertheless, the MK4 Team has gone back to the MK2 style of combos, like juggle and corner combos that take more skill than the dial combos.

There are basic combos in MK4 that can be linked into more complex and damaging combos. These "starter" combos are:

HP, HK, D+HP
HP, HP, HK, D+HP

These simple combos are somewhat like a dial combo, and can be done by every character. Many, if not most of the combos below either start off with these combos, or contain it.

Another new feature in MK4's combo system is the MAXIMUM DAMAGE feature. It prevents anyone, even the computer, from doing a combo over 40%. If at any time during a combo you reach 40%, large "MAXIMUM DAMAGE" text shows up on the screen, and both characters go stumbling back. This feature automatically eliminates any cheap or overly powerful combos. However, it is possible to go over 40% before hitting the point of MAXIMUM DAMAGE. For example, if you're doing Scorpion's 8-hit combo, and you've just done the 7th hit and you're at 39%, when you go to do the Air Throw for the 8th and final hit, the damage will boost itself up to 44% before hitting MAXIMUM DAMAGE.

I. Legend

F.....	Forward
B.....	Back
D.....	Down
U.....	Up
HP.....	High Punch
HK.....	High Kick
LP.....	Low Punch
LK.....	Low Kick
BL.....	Block
R.....	Run
Jump HK.....	Jump Kick with HK
Jump LK.....	Jump Kick with LK
Jump HP.....	Jump Punch with HP
Jump LP.....	Jump Punch with LP
Jump HP LP.....	Jump and press HP then LP
Jump HP HK.....	Straight up Jump and press HP then HK
SUJK.....	Straight Up Jump Kick (Up+Kick)
HKS.....	High Kick Starter
HPS.....	High Punch Starter
SHK.....	Standing HK
SLK.....	Standing LK
RH.....	Roundhouse
aa.....	Anti Air
gc.....	Glitch Cancel
Inf.....	Infinite
Wpn.....	Weapon or Weapon Combo
MaxDam.....	Maximum Damage
AFB.....	Air Fireball
otg.....	Off the Ground

II. Character Combos

In MK4 every single character has a standard combo, where only the special moves and fireballs makes them different. I will list all standard combos first:

1. HP, B+HK (14%)
2. HK, B+HK (20%)
3. HP, HK, B+HK (21%)
4. HP, HP, D+HK (12%)
5. HP, HP, LK (13%)
6. HP, HP, B+HK (17%)
7. HP, HK, LK (17%)
8. HP, HP, HK, B+HK (23%)

Launchers/Popups

1. HP, HK, D+HK (16%)
2. HP, HK, D+HP (12%)
3. HP, HP, HK, D+HK (18%)
4. HP, HP, HK, D+HP (15%)



1. Kai

A) MaxDam Combos

1. (near corner) HP, HK, D+HP, Rising Fireball, Jump HK, Jump HP HK, aaLP, Flying Punch (**9 Hits, 45%**)
2. (corner, wpn) Jump HK, Jump HK, Jump HP, Rising Fireball, Roundhouse (**5 Hits, 45%**)
3. (mid-screen) HKS, HP, HP, HK, D+HP, aaHPx2, Jump HK, Flying Punch (**9 Hits, 45%**)
4. (corner) Rising Fireball, Super RH, aaLP, Rising Fireball, Super RH (**5 Hits, 47%**)
5. (corner) Jump HK, Jump HP HK, Rising Fireball, aaHP, Jump HK, Flying Punch (**7 Hits, 48%**)
6. (corner) Jump HP HK, Rising Fireball, Uppercut (**4 Hits, 51%**)
7. (corner) Rising Fireball, SUJK, Rising Fireball, Roundhouse (**4 Hits, 57%**)

B) MaxDam Off Combos

1. (corner) Rising Fireball, Super RH, aaLP, Rising Fireball, Super RH, aaLP, Super RH (**7 Hits, 58%**)
2. (near corner) aa otgSUJK, Jump HP HK, Air Fireball, SUJK, Jump HP HK, aaLP, Super RH (**9 Hits, 95%**)
3. (near corner, Scorpion's wpn) SUJK, B+HP, Rising Fireball, SUJK, B+HP, LP, Flying Punch (**7 Hits, 100%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK.... (MaxDam Off)
 2. (mid-screen) HP, HP, otg SUJK, HP, HP, otg SUJK, HP, HP.... (MaxDam Off)
 3. (small corner area, Jax's wpn) aa Rising Fireball, LP, LP, MaxDam Appears, Repeat...
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2. Raiden

A) MaxDam Combos

1. (mid-screen, wpn) HKS, HK, D+HP, SUJK, B+LP, Teleport, SUJK, Torpedo (**7 Hits, 43%**)
2. (mid-screen) HPS, HP, HP, HK, HK, Weapon Draw, Jump HP, Torpedo (**6 Hits, 44%**)
3. (mid-screen) HPS, HP, HP, HK, D+HP, aaHPx2, Jump HP HK, Torpedo (**9 Hits, 46%**)
4. (mid-screen) HPS, HP, HP, HK, D+HP, aaHPx2, Teleport, aaHPx2, Jump HK, Torpedo (**11 Hits, 48%**)

B) MaxDam Off Combos

1. (mid-screen) HKS, HP, HP, HK, D+HP, aaHP, Jump HP HK, Torpedo (**9 Hits, 50%**)
2. (near corner) HKS, HP, HP, HK, D+HP, Jump HK, Jump HP HK, Torpedo (**9 Hits, 52%**)
3. (mid-screen) HKS, HP, HP, HK, D+HP, aa otgSUJK, aaHP, Teleport, aaHPx2, Jump HK, Torpedo (**11 Hits, 54%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
2. (mid-screen Reptile's wpn) LP, Block Cancel, LP, Teleport, LP, Block cancel, LP, Teleport... (MaxDam Off)



3. Shinnok

A) MaxDam Combos

1. (mid-screen, wpn) aa otgSUJK, LP, LP (**3 Hits, 53%**)
2. (mid-screen, wpn) aa LP, LP, LP (**3 Hits, 60%**)
3. (mid-screen, wpn) aa LP, LP, Wpn Throw (**3 Hits, 65%**)

B) Impersonation Combos with MaxDam On

1. (near corner) [Reptile] SUJK, HK, D+HP, Roll, [Cage] SUJK, Wpn Draw, Shadow Kick (**7 Hits, 41%**)
2. (near corner) [Sonya] SUJK, HK, Flip Kick, [Scorpion] aa otgSUJK, Fire Breathe, Air Throw (**6 Hits, 42%**)
3. (mid-screen) HP, HP, HK, D+HP, [Reiko] Flip Kick, Jump HK, Teleport SUJK, RH (**8 Hits, 42%**)
4. (near corner) [Kai] Blocked Knee, D+HP, SUJK, AFB, aa otgSUJK, [Tanya] Flip Kick, aa otgSUJK, Split Kick (**7 Hits, 43%**)
5. (near corner, Sub's wpn) aa otgSUJK, [Scorpion] aa otgSUJK, B+LP, aa SUJK, Fire, Jump HP, Air Throw (**6 Hits, 43%**)
6. (mid-screen) [Fujin] Double Div Kick, Lift, [Liu Kang] aaHPx2, Bike Kick, aaHP, Flying Kick (**8 Hits, 44%**)
7. (near corner) [Liu Kang] HP, HP, HK, D+HP, aaHP, Bike Kick, aaHP, [Jax] Dash Punch, Air Throw (**8 Hits, 46%**)
8. (mid-screen) HP, HK, D+HP, [Scorpion], Spear, SUJK, HP, HP, HK, D+HP, Jump HK, Air Throw (**11 Hits, 47%**)
9. (mid-screen) [Sub-Zero] HKs, HP, HP, HK, D+HP, Ice Clone, [Sonya] SUJK, Flip Kick, Jump HK, Air Throw (**10 Hits, 48%**)
10. [Scorpion] otgSUJK, Spear, [Raiden] HP, HP, HK, D+HP, aaHPx2, Teleport, aaHP, Torpedo (**10 Hits, 48%**)
11. (mid-screen, Sub-Zero's wpn) aa otgSUJK, B+HP, B+LP, [Kai] AFB, aa otgSUJK, HK, Super RH (**7 Hits, 48%**)
12. (near corner, Jax's wpn) [Fujin] aaLP, Lift, Slam, aaLP (**4 Hits, 44%**), [Reiko] run x Flip Kick, Jump HK, Teleport, Jump HP, Teleport Jump HP, Teleport Jump LP (**5 Hits, 48%**) [**92%** Total]
13. (near corner, Jax's wpn) aa otgSUJK, HK, Rising Fireball, LP (**4 Hits, 45%**) [Scorpion] TP, LP,, TP, LP, LP (**5 Hits, 43%**) Spear, Wpn Throw [**100%** Total]
14. (near corner, Jax's wpn) [Kai] AFB, aa otgSUJK, Rising Fireball, LP (**4 Hits, 57%**), [Scorpion] TP, Spear, SUJK, HK, D+HP, Fire Breathe, aaLP (**7 Hits, 41%**), TP [**100%** Total]
15. (near corner, Scorpion's wpn) [Fujin] aa B+HP, B+HP, Lift, Slam, [Sub-Zero] Ice Clone (5 Hits, 48%) B+HP, Freeze, B+HP, Jump HP, Ice Clone, Wpn Whiff Throw, Jump HP LP, Ice Clone x 2, [Jax] Wpn Draw, SUJK, LP (13 Hits, 47%), Ground Pound [**100%** Total]

C) Impersonation Combos with MaxDam Off

1. (opponent against the corner, Tanya's wpn) [Fujin] Spin, LP, [Scorpion] Teleport Punch, Spear, otg SUJK, HP, HP, HK, D+HP, aa otgSUJK, HK, Weapon Draw, Jump HP, Air Throw (**12 Hits, 92%**)
2. (near corner) [Scorpion] Wpn Throw, TP, aaHP, Spear [Sub-Zero] otg SUJK, HP, HP, HK, D+HP, Ice Clone, [Jump HP LP, Ice Clone] x 3 , [Reiko] [Jump HP HK Teleport] x 3 (**25 Hits, 100%**)
3. (mid-screen) [Scorpion] Jump HP HK, TP, Spear, [Kai, Fujin, Quan Chi, Sonya, Cage] HP, HP, SUJK, Inf...
4. (mid-screen) [Sub-Zero] HKS, Freeze, [Sonya, Jarek, Fujin] otg SUJK, HK, Inf...

D) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
2. (mid-screen, with wpn) aaLP, LP, LP... (MaxDam Off)





4. Liu Kang

A) MaxDam Combos

1. (mid-screen, wpn)Blocked Knee, D+HP, LP x HP, LP x HP, Flying Kick (**6 Hits, 42%**)
2. (corner) Jump HK, aaHP, Bike Kick, aaLP, Flying Kick, Bike Kick (**6 Hits, 42%**)
3. (near corner) HKS, HP, HP, HK, D+HP, aaHPx2, Jump HK, Flying Kick (**9 Hits, 45%**)
4. (mid-screen) HKS, HK, D+HP, Draw Weapon, Bicycle Kick, HP, Flying Kick (**7 Hits, 45%**)
5. (mid-screen) HPS, HP, HP, HK, HK, Draw Weapon x HP, Flying Kick (**8 Hits, 46%**)
6. (corner) Jump HK, Jump HK, aaHP, Bicycle Kick, aaHP, Flying Kick, Flying Kick (**7 Hits, 48%**)
7. (mid-screen) HKS, HP, HK, D+HP, aaHPx2, Bicycle Kick, aaLP, Flying Kick (**9 Hits, 48%**)

B) MaxDam Off Combos

1. (near corner, wpn) aa B+HP, B+HP, B+HP, [corner resets] LP, Bike Kick, Flying Kick (**6 Hits, 72%**)
2. (near corner, wpn) aa otgSUJK, B+LP, B+LP, [corner resets] aa otgSUJK, B+LP, B+LP, B+LP, Uppercut (**8 Hits, 100%**)
3. (near corner) Jump HP HK, Wpn Draw x B+HP, B+HP, B+HP, B+HP, Bike Kick, Flying Kick (**8 Hits, 100%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)



5. Reptile

A) MaxDam Combos

1. aaHPx2, Roll, aa otgSUJK, Roll, Dash Punch (**7 Hits, 41%**)
2. HKS, HP, HP, HK, HK, Roll, Dash Punch (**6 Hits, 44%**)
3. (With Weapon) Jump HK, Jump HK, Roll, LP, Roll, HP (**6 Hits, 45%**)
4. (With Weapon) HKS, HK, LP, LP, Roll, Uppercut (**6 Hits, 47%**)
5. (With Weapon) HKS, HK, D+HP, LP, Roll, LP, Weapon Throw (**7 Hits, 51%**)

B) MaxDam Off Combos

***Note:**

There is not much to write here. Draw the Weapon and do as much as possible LP Weapon Attacks. You can mix them with the roll, Jump HK, aaHP, aaLP and etc. to make the combos more various.

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
2. (mid-screen, wpn) LP, Block cancel, LP, Block cancel, LP... (MaxDam Off)
3. (small corner area, Jax's wpn) aa LP, Roll, LP, MaxDam Appears, Repeat...



6. Scorpion

A) MaxDam Combos

1. (mid-screen)HK, HK, Spear, HP, HP, HK, B+HK (**7 Hits, 42%**)
2. (opponent in corner) Teleport Punch, HP, HK, Spear, HP, HP, HK, B+HK (**8 Hits, 44%**)
3. (mid-screen) HK, HK, Spear, HP, HP, HK, HK, Weapon Draw (**8 Hits, 45%**)
4. (mid-screen) aaHPx2, Teleport Punch, SUJK, HP, HP, HK, B+HK (**9 Hits, 45%**)
5. (mid-screen) aaHP, Fire Breathe, Teleport Punch, Spear, HP, HP, HK, D+HP, aaHPx2, Fire Breathe (**11 Hits, 46%**)
6. (corner) Jump HK, aaHP, Fire Breathe, Spear, HK, D+HP, Fire Breathe, aaHP, Fire Breathe (**9 Hits, 46%**)
7. (corner, wpn) Jump HK, Jump HK, Teleport Punch, Fire Breathe, Jump HP, Air Throw (**5 Hits, 47%**)
8. (mid-screen) Spear, HK, D+HK, Spear, HP, HP, HK, D+HP, aaHP, Jump HP HK (**11 Hits, 47%**)
9. (mid-screen) aaHP, Jump HK, Teleport Punch, Spear, HP, HP, HK, D+HP, aaHP, Jump HP HK (**11 Hits, 48%**)
10. (mid-screen) aa Jump HP HK, Teleport Punch, Spear, HP, B+HK (**6 Hits, 49%**)
11. (corner, wpn) Jump HK, Jump HK, LP, Spear, HK, HP (**6 Hits, 49%**)
12. (mid-screen) HP, HK, HK, Spear, SUJK, HP, HP, HK, B+HK (**9 Hits, 50%**)
13. (mid-screen, Reptile's wpn) LP, Fire Breathe, Teleport Punch, Spear, HK, D+HP, LP, Wpn Throw (**8 Hits, 51%**)
14. (mid-screen, wpn) aa B+HP, Teleport Punch, Spear, HK, B+HK (**5 Hits, 51%**)
15. (near corner, wpn) HK, HK, Spear, SUJK, HK, D+HP, Jump HK, B+LP (**8 Hits, 52%**)
16. (mid-screen) aa Jump HP HK, Teleport Punch, Jump HP HK (**5 Hits, 53%**)
17. (corner, wpn) aa B+HP, LP, LP (**3 Hits, 60%**)
18. (opponent in corner) Wpn Throw, Teleport Punch, aaHP, Spear (**4 Hits, 42%**), HP, HK, D+HP, Spear, HP, HK, D+HP, aaHP, Jump HP HK, Air Throw (**10 Hits, 47%**) [**89%** Total]

B) MaxDam Off Combos

1. (mid-screen) aa otg SUJK, HK, TP, Spear, otg SUJK, HP, HP, HK, D+HP, aa otg SUJK, HK, Wpn Draw (**12 Hits, 71%**)
2. (against corner) aa Jump HP HK, TP, Spear, otgSUJK, HP, HP, HK, D+HP, Fire, Jump HP HK, Air Throw (**12 Hits, 75%**)
3. (corner) aa Jump HP HK, Teleport Punch, Fire Breathe, Jump HP HK, Air Throw (**6 Hits, 78%**)
4. (mid-screen, wpn) aa otgSUJK, B+HP, Teleport Punch, Spear, otgSUJK, HK, D+HP, B+HP, B+LP (**9 Hits, 78%**)
5. (near corner) aa otgSUJK, HK, Wpn Draw, Spear, otgSUJK, HK, D+HP, B+HP, Fire, Jump HP, Air Throw (**10 Hits, 81%**)
6. (mid-screen, wpn) aa B+HP, Jump HP, Teleport Punch, Spear, otgSUJK, HK, D+HP, B+HP, Jump LP (**9 Hits, 82%**)
7. (mid-screen, wpn) aa B+HP, B+HP, Teleport Punch, Spear, otg SUJK, HK, D+HP, B+HP, B+LP (**9 Hits, 85%**)
8. (mid-screen) Object Throw, TP, aa otgSUJK, Spear, otg SUJK, HP, HP, HK, D+HP, aa otgSUJK, HK, Wpn Draw (**12 Hits, 91%**)
9. (corner) aa B+HP, B+HP, LP, Spear, otgSUJK, HK, LP (**7 Hits, 90%**)
10. (against the corner) B+HP x 2, Teleport Punch, Spear, otgSUJK, HK, D+HP, aa otgSUJK, B+HP, Fire, Jump HP, Air Throw (**11 Hits, 100%**) *The opponent is still alive (!)
11. (against the corner, wpn) aa Jump HP, Teleport Punch, aa otgSUJK, B+HP, B+HP, Wpn Throw (**6 Hits, 100%**)
12. (near corner, wpn) aa B+HP, B+HP, LP, Spear, otg SUJK, HK, D+HP, B+HP, LP, LK (**10 Hits, 100%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
2. (small corner area) aaHP, Fire, aaHP, Fire, aaHP, Fire... (MaxDam Off)
3. (small corner area, Jax's wpn) aaLP, Teleport Punch, LP...

***Note**

I've heard from few people (that are really into MK4) that there is a later revision (probably the revision before 3.0) where Scorpion has HP, HP, otg SUJK, Repeat infinite. However I've tested it on Revision 3.0 and it is not working there.



7. Jax

A) MaxDam Combos

1. (mid-screen) Jump HK, Jump HK, aaHP, Dash Punch, aaHP, Dash Punch (**6 Hits, 41%**)
2. (mid-screen) HKS, HP, HP, HK, D+HP, aaHPx2, Jump HK, Air Throw (**8 Hits, 45%**)
3. (mid-screen) HKS, HP, HP, HK, D+HP, aaHPx2, Jump HK, Dash Punch (**9 Hits, 46%**)
4. (mid-screen) aa otgSUJK, Wpn Draw, Ground Pound (**3 Hits, 53%**)

B) MaxDam Off Combos

1. (near corner) HKS, HP, HP, HK, D+HP, aaHPx2, Jump HP HK, aaLP, Dash Punch, aaLP, Fireball (**13 Hits, 66%**)
2. (near corner) HKS, HP, HP, HK, D+HP, aa otg SUJK, HK, Dash Punch, aaLP, Dash Punch, aaLP, Fireball (**12 Hits, 67%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)



8. Reiko

A) MaxDam Combos

1. (mid-screen) HK, HK, Flip Kick, aaHP, Jump HP HK (**6 Hits, 40%**)
2. (mid-screen, wpn) Flip Kick, Jump HP, Teleport, SUJK, Flip Kick, Jump HP, Teleport, Jump HP (**6 Hits, 44%**)
3. (mid-screen, wpn) HP, HK, D+HP, aaHP, Flip Kick, aaHP, Jump HK, Teleport, SUJK, Shoryukens (**9 Hits, 45%**)
4. (mid-screen) aaHP, Flip Kick, Jump HK, Teleport, SUJK, Flip Kick, aaHP, Jump HP HK (**8 Hits, 46%**)
5. (mid-screen, wpn) Jump HK, Flip Kick, Jump HP, Teleport HP, Flip Kick, Wpn Throw (**6 Hits, 46%**)
6. (mid-screen) HKS, HK, D+HP, HK, Flip Kick, aaHPx2, Shoryukens (**8 Hits, 46%**)
7. (mid-screen) HP, HP, HK, HK, Flip Kick, Jump HK, Teleport, SUJK, Shoryukens (**8 Hits, 47%**)
8. (corner) Jump HK, Jump HK, Jump HP HK, Teleport HP, Teleport HP, Teleport Throw (**7 Hits, 47%**)
9. (mid-screen, wpn) HK, HK, Flip Kick, Jump HP, Teleport, Jump HP, Teleport, Jump HP (**6 Hits, 47%**)
10. (mid-screen) HP, HP, HK, D+HK, Flip Kick, aaHP, Jump HK, Teleport SUJK, RH (**9 Hits, 50%**)
11. (mid-screen, wpn) HK, HK, Flip Kick, Jump HK, Jump HP, Teleport, Jump HP (**6 Hits, 51%**)
12. (mid-screen, Jax's wpn) Jump HK, Flip Kick, Jump HK, Teleport SUJK, Flip Kick, LP (**6 Hits, 43%**) run x Flip Kick, Crossover Jump HK, Teleport SUJK, Flip Kick, Jump HK, Teleport SUJK, LP (**7 Hits, 46%**) [**89%** Total]

B) MaxDam Off Combos

1. (mid-screen) aa SUJK, Flip Kick, Jump HK, Teleport SUJK, Flip Kick, aaHPx2, Jump HK, Teleport SUJK, RH (**10 Hits, 74%**)
2. (mid-screen, wpn) Jump HP, Flip Kick, Jump HP, Teleport HP, Flip Kick, HP, HP, Jump HP, Teleport HP, Teleport HP, Teleport LP (**11 Hits, 100%**) *The opponent is still alive (!).
3. (near corner) aa SUJK, Flip Kick, Jump HK, Teleport SUJK, Flip Kick, aaHP, Jump HK, Teleport SUJK, Teleport SUJK, Teleport HP HK, Teleport HP HK, Teleport Throw (**14 Hits, 100%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
2. (corner) aa Jump HP HK, Teleport HP HK, Teleport HP HK... (MaxDam off)



9. Johnny Cage

A) MaxDam Combos

1. (mid-screen) HP, HP, SUJK, HP, HP, HK, HK, Nut Punch (**8 Hits, 42%**)
2. (mid-screen) HKS, HP, HP, HK, D+HP, aaHPx2, Jump HK, Shadow Kick (**9 Hits, 45%**)
3. (near corner, wpn) B+HP, B+HP, B+LP, B+LP, Shadow Kick (**5 Hits, 45%**)
4. (mid-screen, wpn) HKS, HK, D+HP, SUJK, B+HP, B+LP, Shadow Kick (**7 Hits, 46%**)

B) MaxDam Off Combos

1. (near corner, wpn) aa B+LP, B+LP, B+LP, [corner resets] aa otgSUJK, Shadow Kick (**5 Hits, 69%**)
2. (near corner) Jump HP HK, Wpn Draw, B+LP, B+LP, B+LP, aa otgSUJK, Shadow Kick (**8 Hits, 100%**)
3. (near corner, wpn) aa otgSUJK, B+LP, B+LP, [corner resets] aa otgSUJK, B+LP, B+LP, B+LP, Uppercut (**8 Hits, 100%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
 2. (mid-screen) HP, HP, otg SUJK, HP, HP, otg SUJK, HP, HP... (MaxDam Off)
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10. Jarek

A) MaxDam Combos

1. (mid-screen) HKS, HP, HP, HK, D+HP, aa otgSUJK, HK, Roll (**8 Hits, 45%**)
2. (mid-screen, wpn) aaHP, HP, HP, LP, Ground Pound (**4 Hits, 46%**)
3. (mid-screen, wpn) HK, HK, SUJK, HP, Jump HK, Ground Shaker (**5 Hits, 47%**)
4. (mid-screen) HPS, HP, HK, HK, otgSUJK, HK, Roll (**7 Hits, 47%**)
5. (mid-screen) HKS, HP, HP, HK, D+HP, aaHPx2, Roll Whiff, aaLP, Jump HK, Ground Stomp (**9 Hits, 48%**)

B) MaxDam Off Combos

1. (mid-screen) HKS, HP, HP, HK, D+HP, aaHPx2, Roll Whiff, aaHPx2, Star, Ground Stomp (**11 Hits, 52%**)
2. (mid-screen) HKS, HP, HP, HK, HK, otgSUJK, RH, Ground Stomp (**7 Hits, 55%**)
3. (mid-screen) HKS, HP, HP, HK, HK, otgSUJK, HK, D+HP, aa otgSUJK, aaHP, Roll Whiff, aaHPx2, Roll (**13 Hits, 68%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
2. (mid-screen) HK, HK, otg SUJK, HK, otg SUJK, HK, otg SUJK, HK... (MaxDam Off)
3. (mid-screen, Reptile's wpn) aaLP, Block cancel, LP, Roll Whiff, LP, Block cancel, LP, Roll Whiff... (MaxDam Off)



11. Tanya

A) MaxDam Combos

1. (corner) aa AFB, Flip Kick, aaLP, Flip Kick, aaHPx2, AFB (**7 Hits, 44%**)
2. (mid-screen) HKS, HK, D+HP, aaHP, Spin Kick, aaHP, Jump HP HK (**8 Hits, 46%**)
3. (mid-screen) HKS, HP, HP, HK, HK, Spin Kick, aaLP, Split Kick (**7 Hits, 47%**)
4. (corner) Jump HK, aaHP, Spin Kick, aaHP, Spin Kick, aaHP, Jump HP HK (**8 Hits, 47%**)
5. (corner, wpn) Jump HK, Jump HK, Spin Kick, Jump HK, Spin Kick, LP (**6 Hits, 48%**)
6. (near corner, Jax's wpn) aa otgSUJK, HK, Spin Kick, LP (**4 Hits, 44%**), Spin Kick, aa otgSUJK, Spin Kick, aa otgSUJK, Spin Kick, B+LP (**6 Hits, 45%**), Uppercut [**100%** Total]

B) MaxDam Off Combos

1. (near corner, wpn) aa otgSUJK, HK, Spin Kick, aa otgSUJK, Spin Kick, LP (**6 Hits, 60%**)
2. (near corner) aa AFB, Spin Kick, aa otgSUJK, HK, Spin Kick, aa otgSUJK, Split Kick (**7 Hits, 62%**)
3. (near corner) aa Jump HP HK, Spin Kick, aa otgSUJK, Spin Kick, aa otgSUJK, Split Kick (**7 Hits, 66%**)
4. (near corner, Scorpion's wpn) aa otgSUJK, B+HP, B+HP, LP, Flip Kick, aa otgSUJK, B+HP (**7 Hits, 100%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)



12. Fujin

A) MaxDam Combos

1. (mid-screen) HK, HK, Tornado Lift, Slam, HK, Rising Knee (**6 Hits, 42%**)
2. (corner) Jump HK, Jump HK, Tornado Lift, Slam, HK, Jump HP HK (**7 Hits, 42%**)
3. (you in corner, Sub's wpn) [Whirlwind Spin, B+LP] x3, SUJK, B+HP, Jump HP, Rising Knee (**7 Hits, 42%**)
4. (near corner) Jump HK, Jump HK, Whiff Div Kick, aaLP, Jump HK, Whiff Div Kick, HK, Jump HP HK (**7 Hits, 45%**)
5. (mid-screen, Sub's wpn) B+HP x2, Lift, Slam, HK, B+HP, Wpn Throw (**7 Hits, 48%**)
6. (mid-screen, wpn) Tornado Lift, Jump HP, Tornado Lift, Slam, HK, Jump LP (**6 Hits, 50%**)
7. (mid-screen) SUJK, HK, Tornado Lift, Slam, HK, Rising Knee (**6 Hits, 50%**)
8. (mid-screen) aa Jump HP HK, Lift, Slam, Jump HP HK (**6 Hits, 52%**)
9. (corner, wpn) Tornado Lift, Jump HP, Tornado Lift, Jump HP, Rising Knee (**5 Hits, 55%**)
10. (corner) Div Kick, Div Kick, Div Kick, Div Kick, Div Kick, Uppercut (**6 Hits, 56%**)
11. (mid-screen, wpn) Spin, Jump HP, Div Kick, Tornado Lift, Slam, Weapon Throw (**5 Hits, 71%**)

B) MaxDam Off Combos

1. (near corner) Jump HP HK, Lift, Draw Wpn, Jump HP, Div Kick, Rising Knee (**6 Hits, 67%**)
2. (near corner) Jump HP HK, Lift, Slam, HK, Jump HP HK, Rising Knee (**8 Hits, 68%**)
3. (mid-screen, Jarek's wpn) Jump HP, Div Kick, Lift, Slam, HP, HP, HP, LP (**8 Hits, 72%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK.... (MaxDam Off)
2. (mid-screen) HP, HP, otg SUJK, HP, HP, otg SUJK, HP, HP... (MaxDam Off)
3. (mid-screen) HK, HK, otg SUJK, HK, otg SUJK, HK, otg SUJK, HK... (MaxDam Off)
4. (near corner, Jax's wpn) aaLP, Lift, Slam, LP, MaxDam Appears, Repeat...



13. Sub-Zero

A) MaxDam Combos

1. (mid-screen) HK, Freeze, SUJK, HP, HP, HK, D+HP, aaHP, Jump HP HK (**10 Hits, 42%**)
2. (mid-screen, wpn) B+HP, B+HP, B+LP, Jump HK, SUJK, HP (**6 Hits, 43%**)
3. (mid-screen, wpn) HKS, HK, B+LP, HK Starter, HK, D+HP, Jump HK, Jump HP (**8 Hits, 44%**)
4. (corner, wpn) HKS, HK, B+LP, Jump HP, Ice Clone, Slide, SUJK, HP (**8 Hits, 44%**)
5. (corner, wpn) Jump HK, Jump HK, [Jump HP, Ice Clone] x 3, Wpn Throw (**9 Hits, 45%**)
6. (near corner, wpn) HKS, HK, B+LP, HK Starter, HK, D+HP, Air Ice Clone, SUJK, B+HP, B+LP, HP (**11 Hits, 45%**)
7. (near corner, wpn) HK, Draw Weapon, B+LP, SUJK, B+HP, B+LP, [Jump HP, Ice Clone] x2, Throw Weapon (**11 Hits, 47%**)

B) MaxDam Off Combos

1. (near corner) HKS, HP, HP, HK, D+HP, [Jump HP LP, Ice Clone] x3, Wpn Draw, Jump HP, Slide, aa otgSUJK, HP (**18 Hits, 73%**)
2. (corner) Ice Clone, Crossover Jump LP, SUJK, HP, HP, HK, HK, Wpn Draw, [Jump HP, Ice Clone] x3, Slide, aa otgSUJK, HP (**17 Hits, 78%**)
3. (near corner) SUJK, Freeze, HKS, HP, HP, HK, HK, Wpn Draw, [Jump HP, Ice Clone] x3, Slide, aa otgSUJK, HP (**17 Hits, 79%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
2. (corner) aa Jump HP LP, Ice Clone, Jump HP LP, Ice Clone, Jump HP LP, Ice Clone... (MaxDam Off)

*Note

Jump HP (with Weapon), Ice Clone is not a real infinite from what I've tested so far. Maybe you can get a 100% or even more but the opponent keeps falling lower and lower, so its not an inf.



14. Quan Chi

A) MaxDam Combos

1. (near corner, wpn) HKS, HK, D+HP, SUJK, B+LP, Jump HP, Air Throw (**6 Hits, 46%**)
2. (mid-screen) HKS, HP, HP, HK, D+HP, aaHPx2, JK, Air Throw (**8 Hits, 48%**)
3. (mid-screen) HKS, HP, HP, HK, D+HP, SUJK, HK, Teleport Stomp (**8 Hits, 49%**)

B) MaxDam Off Combos

1. (near corner) HKS, HP, HP, HK, HK, Wpn Draw, Jump HP, Air Throw (**7 Hits, 50%**)
2. (near corner, wpn) aa otg SUJK, HP, Jump HP, Air Throw (**4 Hits, 65%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK... (MaxDam Off)
2. (mid-screen) HP, HP, otg SUJK, HP, HP, otg SUJK, HP, HP, otg SUJK... (MaxDam Off)



15. Sonya

A) MaxDam Combos

1. (mid-screen, wpn) HKs, HK, HK, Flip Kick, B+HP, Leg Grab (**7 Hits, 46%**)
2. (mid-screen) Hks, HP, HP, HK, D+HP, aaHPx2, Jump HK, Air Throw (**8 Hits, 46%**)
3. (mid-screen) HP, HP, HK, HK, Flip Kick, aaLP, Flip Kick, Jump HK, Air Throw (**10 Hits, 49%**)
4. (near corner) HPs, HP, HP, HK, D+HP, aaHPx2, Jump HK, aaLP, Leg Grab (**10 Hits, 50%**)

B) MaxDam Off Combos

1. (away from corner) HKS, HP, HP, HK, D+HP, aa otgSUJK, HK, Flip Kick, Jump HP HK, Air Throw (**10 Hits, 55%**)
2. (away from corner, Sub's wpn) HKS, HK, B+LP, HKS, HK, HK, Flip Kick, B+LP, Jump HP, Air Throw (**10 Hits, 55%**)
3. (near corner, wpn) aa otgSUJK, B+HP, B+HP, [corner resets] aa SUJK, B+HP, B+HP, B+HP, Uppercut (**8 Hits, 100%**)

C) Infinites

1. (mid-screen) otg SUJK, otg SUJK, otg SUJK.... (MaxDam Off)
2. (mid-screen) HP, HP, otg SUJK, HP, HP, otg SUJK, HP, HP... (MaxDam Off)
3. (mid-screen) HK, HK, otg SUJK, HK, otg SUJK, HK, otg SUJK, HK... (MaxDam Off)

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There are too many combo patterns here and there that might one person's and another's but most of this stuff is common knowledge applied to more advanced techniques and therefore no one can claim any of it.

1. HanzoHasashi
2. FrozenWorm
3. All MKK guys that keep this game alive

October 21, 2009

For question/comments [mail me](mailto:) or you can find me at [MKSecrets](http://www.MKSecrets.net) forums.

